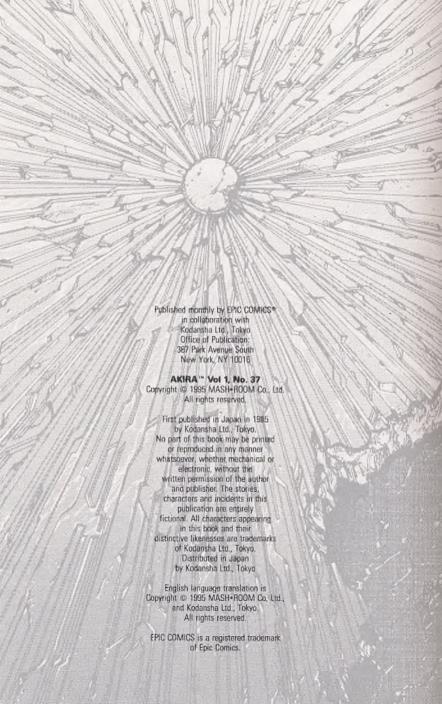


EPIC COMICS * \$6.95 * \$9.75 CAN • VOL 1, NO 37



KATSUHIRO OTOMO



BY KATSUHIRO OTOMO

EVOLUTION

WHAT HAS GONE BEFORE

2030. The world hovers on the brink of World War IV. Kaneda, onetime leader of a delinquent gang, is caught up in the aftermath of a power struggle between a Japanese military research organization—led by a man known as the Colonel—and a resistance group whose members included Kay, Ryu, and a formidable woman named Chiyoko.

The Colonel had a number of psychic children under his control. Each one was identified by a number marked on the hand. Among them were Kivoko and Masaru - Numbers 25 and 27. The blind Lady Mivako Number 19 – now heads a great religious cult. Number 41 is Tetsuo, who lost his left arm to a laser blast from the Colonel's military satellite SQL. and has used cybernetics and telekinesis to fabricate a prosthetic replacement. Tetsuo was Kaneda's dearest friend until he used his burgeoning powers to slaughter other members of their gang. Now, Kaneda is out for revenge.

Most powerful of all the children is Number 28 — **Akira**, a docile and enigmatic boy who was placed in cryogenic sleep almost forty years ago after he started the Third World War with a mental blast. **Akira** was recently reawakened by **Tetsuo**, and again he devastated the reconstructed city of Neo-Tokyo. Now Japan exists

in a state of emergency. The force of the army and the resistance are scattered and the military's formidable caretaker robots patrol the streets.

In the western part of Neo-Tokyo, the **Great Tokyo Empire** is formed — a monarchy with **Akira** on the throne and **Tetsuo** as his prime minister. Together the pair use their powers, organizing their subjects into fighting units to defend their land. Their headquarters is Neo-Tokyo's **Olympic Stadium**. To the east, **Lady Miyako** welcomes refugees to her shrine. In this, she is aided by **Kiyoko**, **Masaru**, and a number of loyal psychic monks.

The **Empire** is infiltrated by teams of spies and commando units from the outside world, equipped with biochemical armaments which take a tremendous toll on Tetsuo's forces.

A fleet of foreign ships waits in Tokyo Bay, poised for action. Aboard an American naval vessel, an international conclave of scientists and one Tibetan monk study the Akira phenomenon which they've codenamed Juvenile A. One of the scientists - Stanley Simmons goes ashore to implement a secret plan. The research team is certain that using military force against Akira and Tetsuo can only lead to disaster. When the fleet sends fighter planes against Tetsuo, he uses a satellite to destroy their flagship, forcing the surviving military personnel and scientists to flee

Meanwhile, **Kay** joins Miyako's forces in battle against

Tetsuo. Kay is a powerful medium, through whom the others can project their powers as one.

Kaneda teams up with Kai and Joker — a friend and rival from his gang days. Using salvaged weapons the trio lead a force of refugees and street rats to help Kay in her battle with Tetsuo. As they fight, Akira looks placidly on, drawn by the similarity of Tetsuo's powers to his own.

Tetsuo is griefstricken over the death of his gentle girlfriend, Kaori. He carries her body to the underground chamber where Akira once slept. Akira follows and is joined by Kaneda. Joker, Chiyoko and

the bowels of the earth, where many of their comrades died. Tetsuo's powers have grown erratic. His body frequently

Ryu. They prepare to fight in

bloats and expands, engulfing those who venture too close. For a moment, it seems that contact with **Kaneda** has restored Tetsuo's humanity.

Then, Tetsuo's power comes surging back and **Kaneda** is drawn into his monstrous form, apparently consumed. As the battle rages, **Akira** becomes

more alert. Terrified at what might occur if **Akira** awakens fully, **Ryu** panics. He draws a gun and shoots **Akira**, setting

the boy's power free.

Lady Miyako's shrine. Kay follows in hot pursuit. Lady Miyako instructs Kiyoko and Masaru to look after Akira, and the pair teleport away to help their friend. Lady Miyako, her followers, and Kay prepare to make a final stand against Tetsuo.

Seeking a new power source for himself, **Tetsuo** flies to

Kiyoko and Masaru meet Akira on the psychic plane. They are joined by the spirits of all the gifted children who have died before. Telling Kay that the resolution depends on her, Lady

Miyako heroically draws
Tetsuo to herself and is killed.
As she dies, she, too, is drawn
to the spirit plane, where the
souls of friends who have gone
before await.

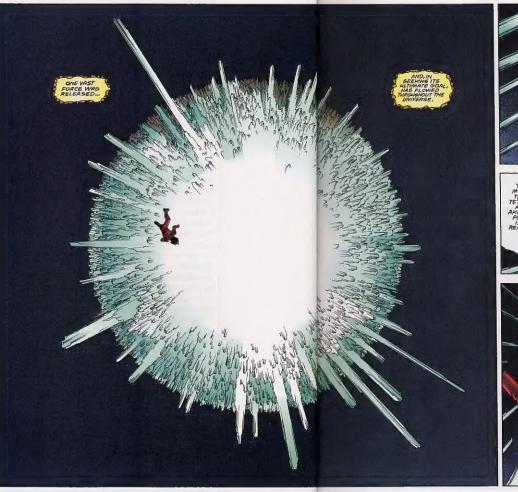
her late mentor's commands, and is able to break through to **Tetsuo**. His concentration interrupted, he is vulnerable, and is himself consumed by the force of Akira's mind. Trapped within Tetsuo's soul.

Kay is guided in battle by

Kaneda experiences a fractured, kaleidoscopic journey through his late friend's life and hardships. He shares with Tetsuo both the good mem-

ories and the had.

Kaneda is contacted by Lady Miyako's spirit, and is stunned by what she tells him. Although **Tetsuo** and **Akira** were created in laboratories, they, along with all the catastrophe they bring, are a vital part of mankind's evolution.





























































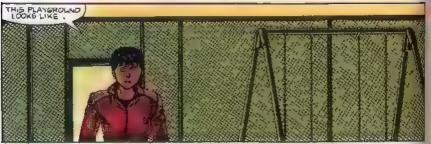






















































































































































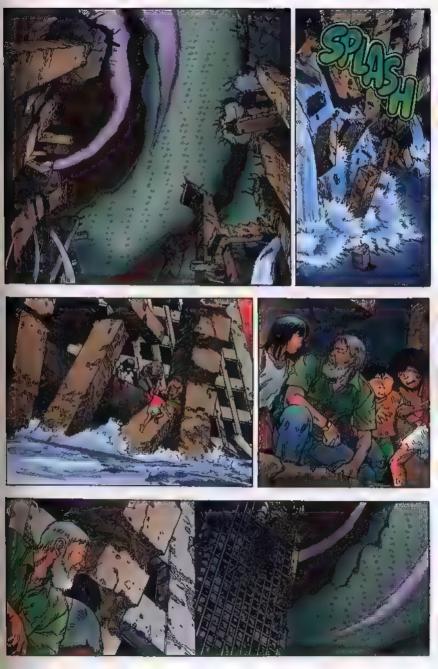




















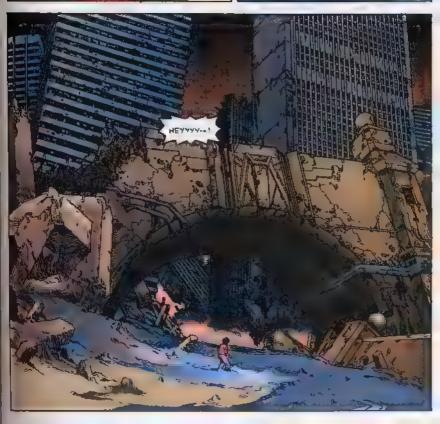




















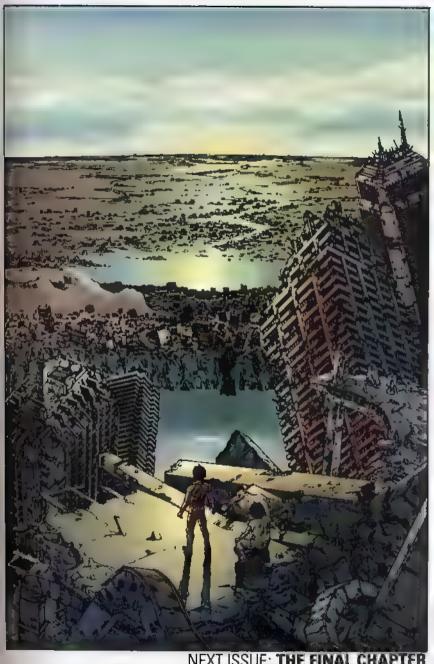












NEXT ISSUE: THE FINAL CHAPTER



AKIRATRIBUTES

FEATURING WORKS BY:

MARK TEXEIRA

JOE DUFFY

KENT WILLIAMS

































KATSUHIRO OTOMO

writer/illustrator

SATOSHI TAKABATAKE

chief assistant to Mr. Otomo

SATOSHI KON

additional artwork

HIROSHI HIRATA

designer . AKIRA calligraphy

AKIRA SAITO

designer - Kodansha edition

Kodansha, Ltd.

YOKO UMEZAWA

translation

177

KOICHI YURI HISATAKA NISHITANI

editor . Kodansha edition

YUKA ANDO SAM YOSHIBA

editorial coordinators . Tokyo

NORIYUKI OKAZAKI

managing editor . New York

Epic Comics

JO DUFFY

english script

STEVE OLIFF

with the

DIVOPTICS COMPUTER CREW

colorists

MICHAEL HIGGINS with LAURA BRADY

letterers

KEVIN SOMERS POLLY WATSON

assistant editors

MARIE JAVINS

editor

CARL POTTS

editor in chief

here are secrets deep within the human soul that are at once divinely wonderful. ...and insanely terrifying. Journey with Kaneda, a young biker-turned-warrior, as he plumbs the depths of mystery in Neo-Tokyo. Young children are coddled and nurtured before being fed to experiments that will open their minds to the power of the cosmos. A young boy named Tetsuo stands alone on an inner-city playground, searching for a friend, wary of dangerous gangs lurking in the shadows. Fierce energies tear at the fabric of reality to reveal the wondrous next step in man's evolution.

KATSUHIRO OTOMO'S



